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Purpose: Markup

System Libraries
I/O Objects
Standard Namespace

User Libraries
none

Global Constants
none

Function Prototypes
float calculateRetail(float, float)

main

Declare variables
wholesale, markup,
price

Prompt for Input
input wholesale and markup value

while(wholesale <0 || markup <0)

False

ERROR! neg num,

True

setprecision(2)<<fixed
price=calculateRetail(wholesale, markup)

```
float calculateRetail(float cost, float percent)
{
    float totalcost;
    totalcost = ((cost/100) * percent+cost)
    return totalcost
}
```

Print: Retail Price

END